

AROUND THE WORLD IN 80 DAYS

INSTRUCTIONS FOR AMIGA ATARI ST COMMODORE



AROUND THE WORLD IN 80 DAYS LOADING INSTRUCTIONS

Amiga

To load the game, set up your Amiga as shown in your user manual. Insert Disc A into the disc drive and press the CONTROL key and both the AMIGA keys together. The game will load automatically.

Atari ST

To load the game, insert Disc A into the disc drive and press the RESET button on your computer. The game will load automatically.

Commodore

C64 owners hold down SHIFT then tap RUN/STOP. If you are using a C128 ensure that it is in C64 mode.

WHAT HAPPENED?

On an evening in the Reform Club in London that, at it's start, promised to be no different than any other, an event takes place that was to have all of England holding their breaths for months.

Phileas Fogg, a gentleman thought to be more than a little eccentric by most people, has declared that he will travel around the world within an unimaginably short time span, 80 days.

Nobody believes that this is possible, but Fogg throws caution to the wind and backs his claim up by betting all he owns, £20,000, that he can accomplish the feat.

On 2nd of October, Fogg and his butler, Passepartout, start their journey towards Paris.

It is now entirely in your hands whether or not Mr. Fogg and Passepartout are successful in their attempt to win the bet, and only with your lightning fast reactions and skill, will you be able to guide them both through the many adventures that await them and save Fogg's honour and his money.

INTRODUCTION

Firstly, a list of all development personnel is displayed on the screen.

By pressing the space bar once the title picture with the accompanying music appears. This can be broken off by pressing the space bar again.

The first newspaper article is now displayed followed by a short film showing our heroes leaving to start their journey by night. All newspaper articles can, after loading is complete, be aborted by activating either space bar or the fire button.

THE WORLD MAP

Your position on the world map is indicated by a flashing point. The date and the last large town passed through are listed on the note pad.

The amount of money you still have at your disposal is displayed on the money bag under the note pad.

One of the following four functions can be chosen by moving the joystick from left to right and by confirming your choice using the fire button.

1. Bribe

The form of travel currently in use is indicated by figure in the bottom left hand corner of the world map.

Bribing the captain of the ship or the locomotive driver persuades them to travel faster. The faster the sails of the ship flap, or the faster the steam rises from the locomotive, the more successful the bribe.

When bribe has been chosen three new areas appear on the screen. Using EXIT you can leave the bribe function without a bribe being carried out.

The amount of bribe money can be varied by activating the fire button on the middle area and moving the joystick:

left - raises the bribe sum slowly

right - lowers the bribe sum slowly

By moving the joystick up or down the amount of bribe money can be varied quickly.

By activating the fire button the amount of bribe money is set.

By choosing the area bribe the action is carried out.

The best amount of money to be used for a bribe can only be determined by playing the game several times.

2. Cards

If cards is chosen, the same functions as by bribe apply. Exit is for leaving the card game, the middle area is for setting the amount of money to be bet, and to play the card area must be activated.

Five cards are laid out on the table with only the first being face up. Now you have to guess if the next card is higher (high) or lower (low) than the last.

If you lose, the card game is ended and you lose your bet. If you win your bet is doubled. This process repeats itself four times, and only when all of the cards are face up have you won and can pack your winnings into the money bag.

3. Play

If "play" is chosen the rate of play of the game increases and the next action level is entered immediately. The bribe function cannot be used if play is chosen.

4. Pause

The game is stopped until you wish to continue, by pressing the fire button.

When the date on the note pad has reached 23rd of December, all of the £20,000 has been used, or an action level has not been successfully completed, the game is at an end. A newspaper article appears on the action level, describing the current position of the game.

If this article describes the failure of your mission then the game is terminated.

A new game is started by pressing the space bar or fire button. If an action level is successfully completed you can follow your progress on the world map.

INDIA

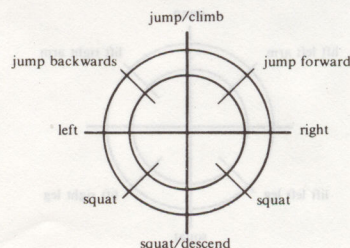
Passepartout stumbles into his first adventure in mythical India. You flee into a mysterious temple seeking sanctuary. All hope of finding safety is expelled as the solid iron doors of the temple close behind you. You cannot go back through the doors!

Will you be able to reach an alternative exit alive?

At the bottom of the screen a status indicator now appears. There is a time limit on every action level, this is displayed on the screen in the time space slot. When your time runs out you've lost. If the action level is completed before the time runs out the remaining time is carried over into the next action level. The faster you complete one action level the more time you'll have for the next.

Indicated on the money bag is your remaining capital, if you cannot make the money last you do not stand a chance of winning the £20,000 bet.

The health space indicates your present state of health. If you are weakened by the attacks on you and your state of health drops to zero, the game will be unsuccessfully terminated. The remaining health points at the end of an action level are carried over into the next level. If you are good in one level you will have more health points at your disposal for the next.



JAPAN

They arrive in Yokohama to discover that all ships travelling to America are booked out. To discuss their problem of getting to America they retire to a dingy waterfront bar where they meet a group of Japanese acrobats celebrating their coming tour of America. Our heroes accept a challenge to act as the bottom row of a human pyramid, to win their way on board the ship that the acrobats are using to travel to America. They agree that for every failed attempt at holding the pyramid they will pay a certain amount of money to the acrobats. If they succeed in their attempts nothing stands in their way of getting to America.

Controls

You are the bottom man in the human pyramid and have to balance the five acrobats on your shoulders by moving forwards and backwards, and by skillfully keeping your balance. When you are in position the first acrobat runs from the right hand side and, with the help of a springboard, bounces into the air. You have to catch him on your shoulders by moving forwards and backwards. Once you have caught him he has a problem balancing, and tends towards either left or right, by moving simultaneously with him you must counteract the weight difference and keep him on your shoulders.

The next acrobat runs from the left and wants to jump on your left shoulder. The next comes from the right and has to land in the middle, on top of the first and second acrobat. The next two acrobats have to land on the left and then the right hand side of him. If an acrobat is not caught and installed in the correct position the pyramid collapses, you lose an amount of money, and then you have to start again. You may attempt the pyramid as often as you like so long as your money and time limit allows. Your movements are controlled by moving the joystick in the relative direction.

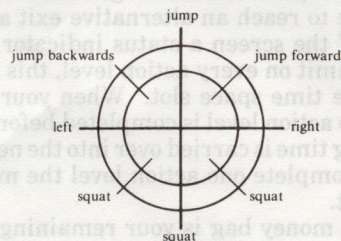
AMERICA

The land of opportunity, but also the land of many dangers!! The train that you are travelling on is stopped and robbed by indians. Mr. Fogg is taken prisoner and only you, Passepartout, can save his scalp. To get to the indians camp you have to fight your way through savage wolves. Once you arrive in the indians camp they are full of respect for you, after all, you survived the wolves, and they give you a chance to save Mr. Fogg's life. You have to copy the medicine man's raindance exactly, without making a mistake. For every mistake made an amount of money is taken from you. It seems that there is no way of travelling any further, the bet seems to be lost. Suddenly out of the wilderness appears a trapper who owns a strange contraption, a wind sledge. On this sledge you can travel quickly over the snow and ice.

Joystick Control

1. Wolves

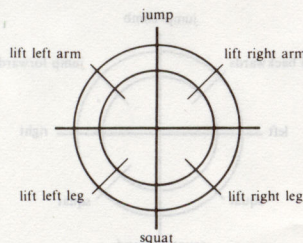
You have to dodge the wolves by moving the joystick. Avoid being touched by them, every time you are touched you lose health points. You have to try to reach the indian camp to the right of the screen.



Fire button: jump, the same function as moving the joystick upwards.

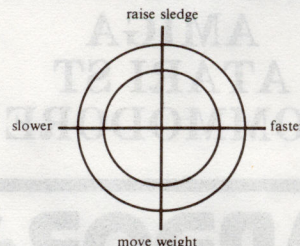
2. Indians

To save Mr. Fogg from almost certain death you have to try to dance the raindance, copying the medicine man's movements. Every mistake costs money, so be careful.



3. Wind sledge

To advance over the snow and ice you must reach a certain speed, this enables you to jump over the larger snow drifts. Before every rise in the landscape the sledge must be raised at the front and after this rise has been crossed it must be dropped immediately, to avoid turning the sledge over. Small holes must also be avoided using this method of raising the front of the sledge. When the sledge travels downhill the weight has to be moved to the front of the sledge to avoid having an accident. Health points and money are confiscated every time the sledge capsizes.



It is important that the balance of the sledge is kept whilst you are travelling on a flat surface, and that no weight movement is carried out whilst in motion.

To accomplish this the joystick must be kept in the central position.

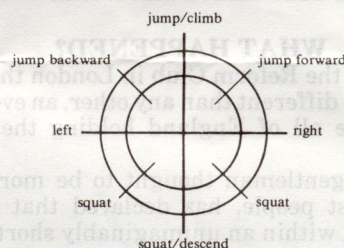
ENGLAND

Just before the successful completion of your journey an overzealous detective, who has mistaken you for a bankrobber, catches you in London.

Is this the end of the journey? So near and yet so far from victory! In the dungeons of London awaits the most evil enemy you have yet to face.

But your name is Phileas Fogg and you can always pull some trick out of the bag.

Joystick control



Fire button: throw paving stones

If you are able to beat both time, the creatures that confront you, and escape from the dungeons of London, you have won. You have saved you honour, your pride and your money. You have...

Travelled Around the World in 80 Days.

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PANDORA

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